

# particleswarm

Particle swarm optimization

## Syntax

```
x = particleswarm(fun,nvars)
x = particleswarm(fun,nvars,lb,ub)
x = particleswarm(fun,nvars,lb,ub,options)
x = particleswarm(problem)
[x,fval,exitflag,output] = particleswarm( ____ )
```

## Description

`x = particleswarm(fun,nvars)` attempts to find a vector `x` that achieves a local minimum of `fun`. `nvars` is the dimension (number of design variables) of `fun`. [example](#)



### Note

[Passing Extra Parameters](#) (Optimization Toolbox) explains how to pass extra parameters to the objective function, if necessary.

`x = particleswarm(fun,nvars,lb,ub)` defines a set of lower and upper bounds on the design variables, `x`, so that a solution is found in the range  $lb \leq x \leq ub$ . [example](#)

`x = particleswarm(fun,nvars,lb,ub,options)` minimizes with the default optimization parameters replaced by values in `options`. Set `lb = []` and `ub = []` if no bounds exist. [example](#)

`x = particleswarm(problem)` finds the minimum for `problem`, where `problem` is a structure.

`[x,fval,exitflag,output] = particleswarm( ____ )`, for any input arguments described above, returns: [example](#)

- A scalar `fval`, which is the objective function value `fun(x)`
- A value `exitflag` describing the exit condition
- A structure `output` containing information about the optimization process

## Examples

[collapse all](#)



### Minimize a Simple Function

Minimize a simple function of two variables.

Define the objective function.

```
fun = @(x)x(1)*exp(-norm(x)^2);
```

Call `particleswarm` to minimize the function.

```
rng default % For reproducibility
nvars = 2;
x = particleswarm(fun,nvars)
```

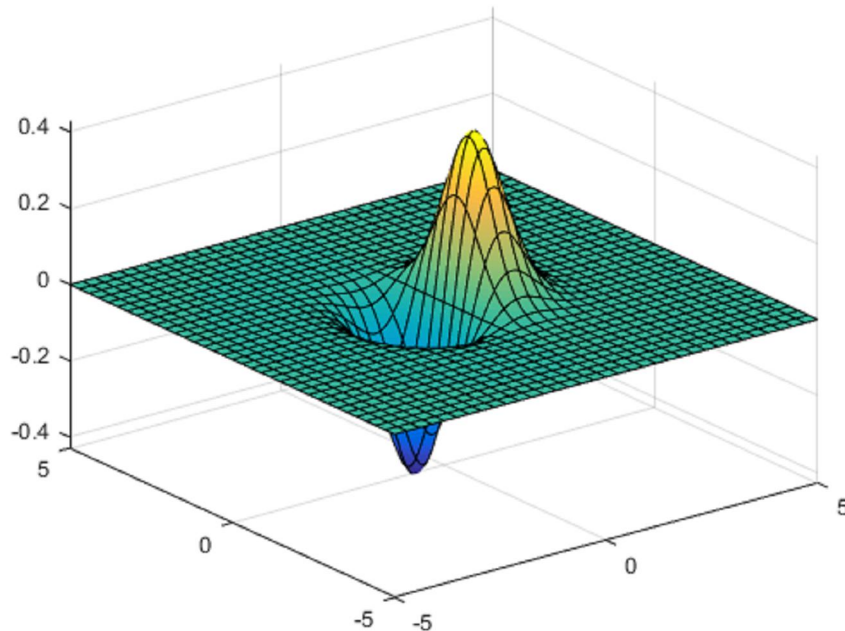
Optimization ended: relative change in the objective value over the last OPTIONS.MaxStallIterations iterations is less than OPTIONS.FunctionTolerance.

x =

629.4474 311.4814

This solution is far from the true minimum, as you see in a function plot.

```
fsurf(@(x,y)x.*exp(-(x.^2+y.^2)))
```



Usually, it is best to set bounds. See [Minimize a Simple Function with Bounds](#).

### ▼ Minimize a Simple Function with Bounds

Minimize a simple function of two variables with bound constraints.

[View MATLAB Command](#)

Define the objective function.

```
fun = @(x)x(1)*exp(-norm(x)^2);
```

Set bounds on the variables.

```
lb = [-10,-15];  
ub = [15,20];
```

Call particleswarm to minimize the function.

```
rng default % For reproducibility  
nvars = 2;  
x = particleswarm(fun,nvars,lb,ub)
```

Optimization ended: relative change in the objective value over the last OPTIONS.MaxStallIterations iterations is less than OPTIONS.FunctionTolerance.

```
x = 1×2
```

```
-0.7071    -0.0000
```

### Minimize Using Nondefault Options

Use a larger population and a hybrid function to try to get a better solution.

[View MATLAB Command](#)

Specify the objective function and bounds.

```
fun = @(x)x(1)*exp(-norm(x)^2);  
lb = [-10,-15];  
ub = [15,20];
```

Specify the options.

```
options = optimoptions('particleswarm','SwarmSize',100,'HybridFcn',@fmincon);
```

Call particleswarm to minimize the function.

```
rng default % For reproducibility  
nvars = 2;  
x = particleswarm(fun,nvars,lb,ub,options)
```

Optimization ended: relative change in the objective value over the last OPTIONS.MaxStallIterations iterations is less than OPTIONS.FunctionTolerance.

```
x = 1×2
```

```
-0.7071    -0.0000
```

### Examine the Solution Process

Return the optional output arguments to examine the solution process in more detail.

[View MATLAB Command](#)

Define the problem.

```
fun = @(x)x(1)*exp(-norm(x)^2);  
lb = [-10,-15];  
ub = [15,20];  
options = optimoptions('particleswarm','SwarmSize',50,'HybridFcn',@fmincon);
```

Call particleswarm with all outputs to minimize the function and get information about the solution process.

```
rng default % For reproducibility  
nvars = 2;  
[x,fval,exitflag,output] = particleswarm(fun,nvars,lb,ub,options)
```

Optimization ended: relative change in the objective value over the last OPTIONS.MaxStallIterations iterations is less than OPTIONS.FunctionTolerance.

```

x = 1x2

    -0.7071    -0.0000

fval = -0.4289
exitflag = 1
output = struct with fields:
    rngstate: [1x1 struct]
    iterations: 43
    funccount: 2203
    message: 'Optimization ended: relative change in the objective value ...'

```

## Input Arguments

[collapse all](#)

- ✓ **fun — Objective function**  
function handle | function name

Objective function, specified as a function handle or function name. Write the objective function to accept a row vector of length [nvars](#) and return a scalar value.

When the 'UseVectorized' option is true, write fun to accept a pop-by-nvars matrix, where pop is the current population size. In this case, fun returns a vector the same length as pop containing the fitness function values. Ensure that fun does not assume any particular size for pop, since particleswarm can pass a single member of a population even in a vectorized calculation.

**Example:** fun = @(x)(x-[4,2]).^2

**Data Types:** char | function\_handle | string

- ✓ **nvars — Number of variables**  
positive integer

Number of variables, specified as a positive integer. The solver passes row vectors of length nvars to [fun](#).

**Example:** 4

**Data Types:** double

- ✓ **lb — Lower bounds**  
[] (default) | real vector or array

Lower bounds, specified as a real vector or array of doubles. lb represents the lower bounds element-wise in  $lb \leq x \leq ub$ .

Internally, particleswarm converts an array lb to the vector lb(:).

**Example:** lb = [0;-Inf;4] means  $x(1) \geq 0$ ,  $x(3) \geq 4$ .

**Data Types:** double

**ub — Upper bounds**

▼ `[]` (default) | real vector or array

Upper bounds, specified as a real vector or array of doubles. `ub` represents the upper bounds element-wise in  $lb \leq x \leq ub$ .

Internally, `particleswarm` converts an array `ub` to the vector `ub(:)`.

**Example:** `ub = [Inf;4;10]` means  $x(2) \leq 4$ ,  $x(3) \leq 10$ .

**Data Types:** double

▼ **options — Options for particleswarm**  
options created using `optimoptions`

Options for `particleswarm`, specified as the output of the [optimoptions](#) function.

Some options are absent from the `optimoptions` display. These options are listed in italics. For details, see [View Options](#) (Optimization Toolbox).

CreationFcn	Function that creates the initial swarm. Specify as 'pswcreationuniform' or a function handle. Default is 'pswcreationuniform'. See <a href="#">Swarm Creation</a> .
Display	Level of display returned to the command line. <ul style="list-style-type: none"><li>'off' or 'none' displays no output.</li><li>'final' displays just the final output (default).</li><li>'iter' gives iterative display.</li></ul>
<i>DisplayInterval</i>	Interval for iterative display. The iterative display prints one line for every <code>DisplayInterval</code> iterations. Default is 1.
FunctionTolerance	Nonnegative scalar with default 1e-6. Iterations end when the relative change in best objective function value over the last <code>MaxStallIterations</code> iterations is less than <code>options.FunctionTolerance</code> .
<i>FunValCheck</i>	Check whether objective function and constraints values are valid. 'on' displays an error when the objective function or constraints return a value that is complex, Inf, or NaN. The default, 'off', displays no error.
HybridFcn	Function that continues the optimization after <code>particleswarm</code> terminates. Specify as a name or a function handle. Possible values: <ul style="list-style-type: none"><li>'fmincon'</li><li>'fminsearch'</li><li>'fminunc'</li><li>'patternsearch'</li></ul> Can also be a cell array specifying the hybrid function and its options, such as {@fmincon,fminconopts}. Default is []. See <a href="#">Hybrid Function</a> . See <a href="#">When to Use a Hybrid Function</a> .
InertiaRange	Two-element real vector with same sign values in increasing order. Gives the lower and upper bound of the adaptive inertia. To obtain a constant (nonadaptive) inertia, set both elements of <code>InertiaRange</code> to the same value. Default is [0.1,1.1]. See <a href="#">Particle Swarm Optimization Algorithm</a> .

InitialSwarmMatrix	Initial population or partial population of particles. M-by-nvars matrix, where each row represents one particle. If $M < \text{SwarmSize}$ , then particleswarm creates more particles so that the total number is SwarmSize. If $M > \text{SwarmSize}$ , then particleswarm uses the first SwarmSize rows.
InitialSwarmSpan	Initial range of particle positions that @pswcreationuniform creates. Can be a positive scalar or a vector with nvars elements, where nvars is the number of variables. The range for any particle component is $[-\text{InitialSwarmSpan}/2, \text{InitialSwarmSpan}/2]$ , shifted and scaled if necessary to match any bounds. Default is 2000.  InitialSwarmSpan also affects the range of initial particle velocities. See <a href="#">Initialization</a> .
MaxIterations	Maximum number of iterations particleswarm takes. Default is $200 \times \text{nvars}$ , where nvars is the number of variables.
MaxStallIterations	Positive integer with default 20. Iterations end when the relative change in best objective function value over the last MaxStallIterations iterations is less than options.FunctionTolerance.
MaxStallTime	Maximum number of seconds without an improvement in the best known objective function value. Positive scalar with default Inf.
MaxTime	Maximum time in seconds that particleswarm runs. Default is Inf.
MinNeighborsFraction	Minimum adaptive neighborhood size, a scalar from 0 to 1. Default is 0.25. See <a href="#">Particle Swarm Optimization Algorithm</a> .
ObjectiveLimit	Minimum objective value, a stopping criterion. Scalar, with default -Inf.
OutputFcn	Function handle or cell array of function handles. Output functions can read iterative data, and stop the solver. Default is []. See <a href="#">Output Function and Plot Function</a> .
PlotFcn	Function name, function handle, or cell array of function handles. For custom plot functions, pass function handles. Plot functions can read iterative data, plot each iteration, and stop the solver. Default is []. Available built-in plot function: 'pswplotbestf'. See <a href="#">Output Function and Plot Function</a> .
SelfAdjustmentWeight	Weighting of each particle's best position when adjusting velocity. Finite scalar with default 1.49. See <a href="#">Particle Swarm Optimization Algorithm</a> .
SocialAdjustmentWeight	Weighting of the neighborhood's best position when adjusting velocity. Finite scalar with default 1.49. See <a href="#">Particle Swarm Optimization Algorithm</a> .
SwarmSize	Number of particles in the swarm, an integer greater than 1. Default is $\min(100, 10 \times \text{nvars})$ , where nvars is the number of variables.
UseParallel	Compute objective function in parallel when true. Default is false. See <a href="#">Parallel or Vectorized Function Evaluation</a> .
UseVectorized	Compute objective function in vectorized fashion when true. Default is false. See <a href="#">Parallel or Vectorized Function Evaluation</a> .

## problem — Optimization problem structure

Optimization problem, specified as a structure with the following fields.

solver	'particleswarm'
--------	-----------------

objective	Function handle to the objective function, or name of the objective function.
nvars	Number of variables in problem.
lb	Vector or array of lower bounds.
ub	Vector or array of upper bounds.
options	Options created by optimoptions.
rngstate	Optional state of the random number generator at the beginning of the solution process.

**Data Types:** struct

Output Arguments

collapse all

✓	<b>x — Solution</b> real vector
Solution, returned as a real vector that minimizes the objective function subject to any bound constraints.	
✓	<b>fval — Objective value</b> real scalar
Objective value, returned as the real scalar fun(x).	
✓	<b>exitflag — Algorithm stopping condition</b> integer
Algorithm stopping condition, returned as an integer identifying the reason the algorithm stopped. The following lists the values of exitflag and the corresponding reasons particleswarm stopped.	
1	Relative change in the objective value over the last options.MaxStallIterations iterations is less than options.FunctionTolerance.
0	Number of iterations exceeded options.MaxIterations.
-1	Iterations stopped by output function or plot function.
-2	Bounds are inconsistent: for some i, lb(i) > ub(i).
-3	Best objective function value is at or below options.ObjectiveLimit.
-4	Best objective function value did not change within options.MaxStallTime seconds.
-5	Run time exceeded options.MaxTime seconds.
✓	<b>output — Solution process summary</b> structure
Solution process summary, returned as a structure containing information about the optimization	

process.

iterations	Number of solver iterations
funccount	Number of objective function evaluations.
message	Reason the algorithm stopped.
rngstate	State of the default random number generator just before the algorithm started.

---

## Algorithms

For a description of the particle swarm optimization algorithm, see [Particle Swarm Optimization Algorithm](#).

---

## Extended Capabilities

### > Automatic Parallel Support

Accelerate code by automatically running computation in parallel using Parallel Computing Toolbox™.

---

## See Also

[ga](#) | [patternsearch](#)

### Topics

[Optimize Using Particle Swarm](#)

[Particle Swarm Output Function](#)

[What Is Particle Swarm Optimization?](#)

[Optimization Problem Setup](#)

---

**Introduced in R2014b**

---



# Particle Swarm Optimization Algorithm

---

## Algorithm Outline

particleswarm is based on the algorithm described in Kennedy and Eberhart [1], using modifications suggested in Mezura-Montes and Coello Coello [2] and in Pedersen [3].

The particle swarm algorithm begins by creating the initial particles, and assigning them initial velocities.

It evaluates the objective function at each particle location, and determines the best (lowest) function value and the best location.

It chooses new velocities, based on the current velocity, the particles' individual best locations, and the best locations of their neighbors.

It then iteratively updates the particle locations (the new location is the old one plus the velocity, modified to keep particles within bounds), velocities, and neighbors.

Iterations proceed until the algorithm reaches a stopping criterion.

Here are the details of the steps.

## Initialization

By default, particleswarm creates particles at random uniformly within bounds. If there is an unbounded component, particleswarm creates particles with a random uniform distribution from  $-1000$  to  $1000$ . If you have only one bound, particleswarm shifts the creation to have the bound as an endpoint, and a creation interval  $2000$  wide. Particle  $i$  has position  $x(i)$ , which is a row vector with  $nvars$  elements. Control the span of the initial swarm using the InitialSwarmSpan option.

Similarly, particleswarm creates initial particle velocities  $v$  at random uniformly within the range  $[-r, r]$ , where  $r$  is the vector of initial *ranges*. The range of component  $k$  is  $\min(ub(k) - lb(k), InitialSwarmSpan(k))$ .

particleswarm evaluates the objective function at all particles. It records the current position  $p(i)$  of each particle  $i$ . In subsequent iterations,  $p(i)$  will be the location of the best objective function that particle  $i$  has found. And  $b$  is the best over all particles:  $b = \min(\text{fun}(p(i)))$ .  $d$  is the location such that  $b = \text{fun}(d)$ .

particleswarm initializes the neighborhood size  $N$  to  $\text{minNeighborhoodSize} = \max(2, \text{floor}(\text{SwarmSize} * \text{MinNeighborsFraction}))$ .

particleswarm initializes the inertia  $W = \max(\text{InertiaRange})$ , or if  $\text{InertiaRange}$  is negative, it sets  $W = \min(\text{InertiaRange})$ .

particleswarm initializes the stall counter  $c = 0$ .

For convenience of notation, set the variable  $y1 = \text{SelfAdjustmentWeight}$ , and  $y2 = \text{SocialAdjustmentWeight}$ , where  $\text{SelfAdjustmentWeight}$  and  $\text{SocialAdjustmentWeight}$  are options.

## Iteration Steps

The algorithm updates the swarm as follows. For particle  $i$ , which is at position  $x(i)$ :

1. Choose a random subset  $S$  of  $N$  particles other than  $i$ .
2. Find  $f_{best}(S)$ , the best objective function among the neighbors, and  $g(S)$ , the position of the neighbor with the best objective function.
3. For  $u1$  and  $u2$  uniformly (0,1) distributed random vectors of length  $nvars$ , update the velocity

$$v = W*v + y1*u1.*(p-x) + y2*u2.*(g-x).$$

This update uses a weighted sum of:

- The previous velocity  $v$
  - The difference between the current position and the best position the particle has seen  $p-x$
  - The difference between the current position and the best position in the current neighborhood  $g-x$
4. Update the position  $x = x + v$ .
  5. Enforce the bounds. If any component of  $x$  is outside a bound, set it equal to that bound. For those components that were just set to a bound, if the velocity  $v$  of that component points outside the bound, set that velocity component to zero.
  6. Evaluate the objective function  $f = \text{fun}(x)$ .
  7. If  $f < \text{fun}(p)$ , then set  $p = x$ . This step ensures  $p$  has the best position the particle has seen.
  8. The next steps of the algorithm apply to parameters of the entire swarm, not the individual particles. Consider the smallest  $f = \min(f(j))$  among the particles  $j$  in the swarm.  
If  $f < b$ , then set  $b = f$  and  $d = x$ . This step ensures  $b$  has the best objective function in the swarm, and  $d$  has the best location.
  9. If, in the previous step, the best function value was lowered, then set  $\text{flag} = \text{true}$ . Otherwise,  $\text{flag} = \text{false}$ . The value of  $\text{flag}$  is used in the next step.
  10. Update the neighborhood. If  $\text{flag} = \text{true}$ :
    - a. Set  $c = \max(0, c-1)$ .
    - b. Set  $N$  to  $\text{minNeighborhoodSize}$ .
    - c. If  $c < 2$ , then set  $W = 2*W$ .
    - d. If  $c > 5$ , then set  $W = W/2$ .
    - e. Ensure that  $W$  is in the bounds of the `InertiaRange` option.
- If  $\text{flag} = \text{false}$ :
- a. Set  $c = c+1$ .
  - b. Set  $N = \min(N + \text{minNeighborhoodSize}, \text{SwarmSize})$ .

## Stopping Criteria

particleswarm iterates until it reaches a stopping criterion.

Stopping Option	Stopping Test	Exit Flag
MaxStallIterations and FunctionTolerance	Relative change in the best objective function value $g$ over the last MaxStallIterations iterations is less than FunctionTolerance.	1
MaxIterations	Number of iterations reaches MaxIterations.	0
OutputFcn or PlotFcn	OutputFcn or PlotFcn can halt the iterations.	-1
ObjectiveLimit	Best objective function value $g$ is less than or equal to ObjectiveLimit.	-3
MaxStallTime	Best objective function value $g$ did not change in the last MaxStallTime seconds.	-4
MaxTime	Function run time exceeds MaxTime seconds.	-5

If particleswarm stops with exit flag 1, it optionally calls a hybrid function after it exits.

## References

- [1] Kennedy, J., and R. Eberhart. "Particle Swarm Optimization." *Proceedings of the IEEE International Conference on Neural Networks*. Perth, Australia, 1995, pp. 1942–1945.
- [2] Mezura-Montes, E., and C. A. Coello Coello. "Constraint-handling in nature-inspired numerical optimization: Past, present and future." *Swarm and Evolutionary Computation*. 2011, pp. 173–194.
- [3] Pedersen, M. E. "Good Parameters for Particle Swarm Optimization." Luxembourg: Hvass Laboratories, 2010.

## Related Topics

- [What Is Particle Swarm Optimization?](#)
- [Optimize Using Particle Swarm](#)